Academic ADL Co-Lab

Mobile Access to Supplemental Learning Objects: MASLO

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Academic ADL Co-Lab

About the AADL

- Chartered in 2000 by the ADL Initiative to focus on ADL in K-20 settings
- University of Wisconsin-Extension in Madison, WI USA
- Collaborative network (90 Accredited academic partners, businesses and organizations)
- Applied ADL R&D
- Technology development
  - Mobile: content creation
  - Augmented reality
  - Storage and scalability

- Project Background
- Authoring tool prototype development
- Authoring tool demonstration
- Project status

MASLO: Mobile Access to Supplementary Learning Objects

- Simple system for authoring mobile instructional content

MASLO Core Concepts

- 3 components: authoring, storage, mobile apps
- Commercial off-the-shelf
- Native mobile device support (iOS4 and Android)
- Scalable
- Transferable storage options
- Simple content development and editing

MASLO Intended Outcomes

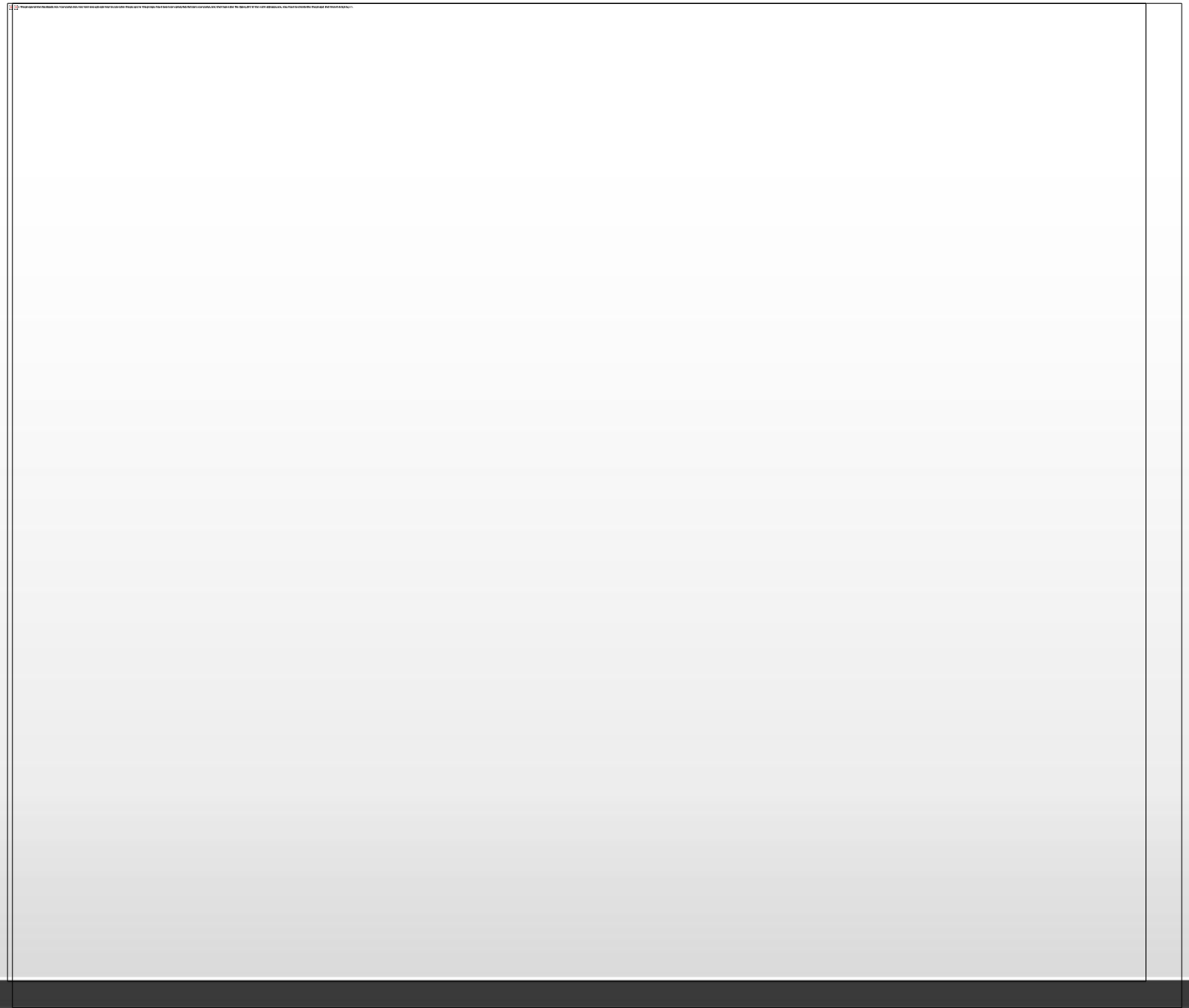
- Functional 3-component prototype
- Open-source code base
- Design-based research results
- Recommendations for ADL in implementing future eLearning technical standards for mobile

Revu4u: Functional Code

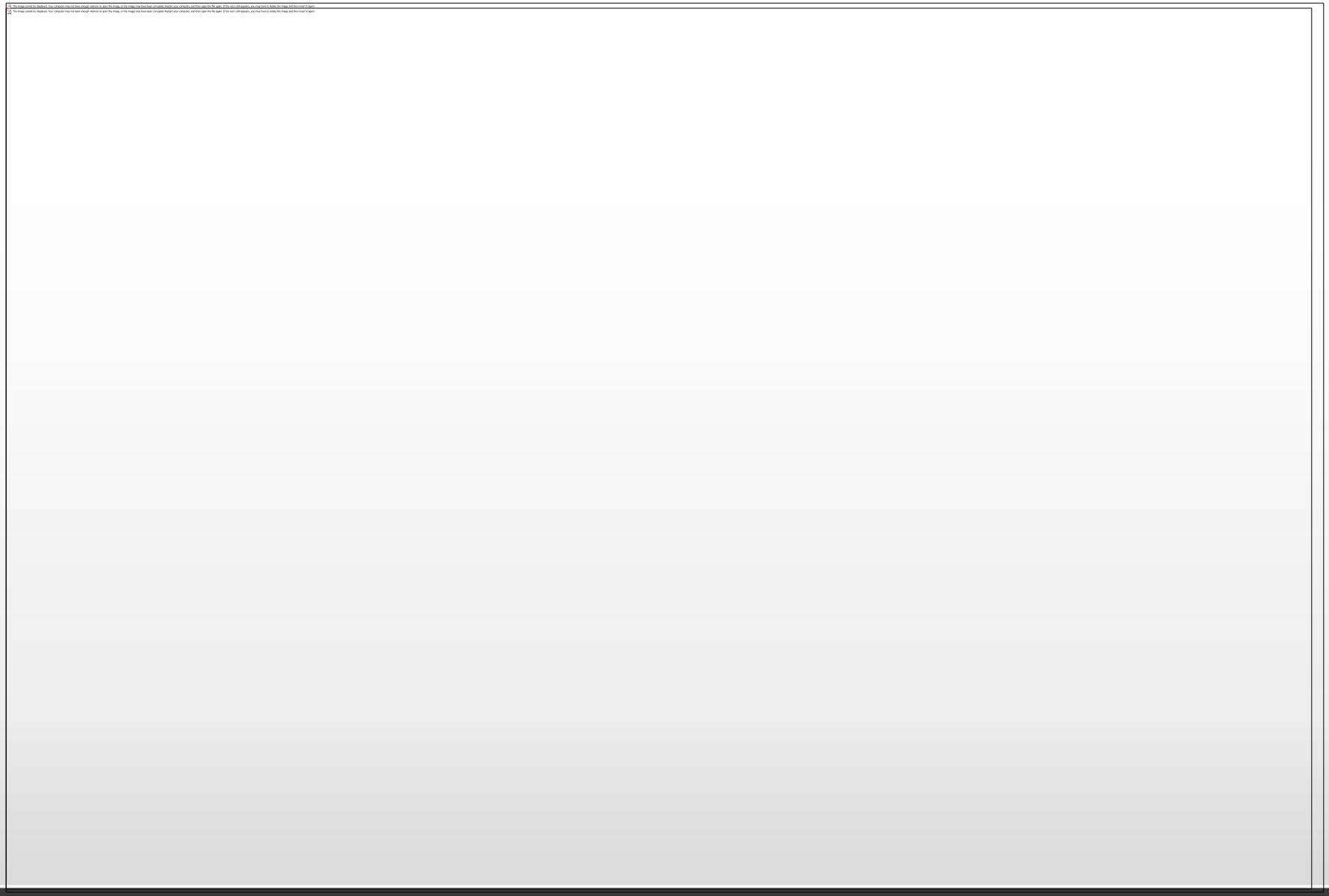
Application

Revu4u: Detailed Transaction Map

Content Editor



MASLO Evolution: Content Editor

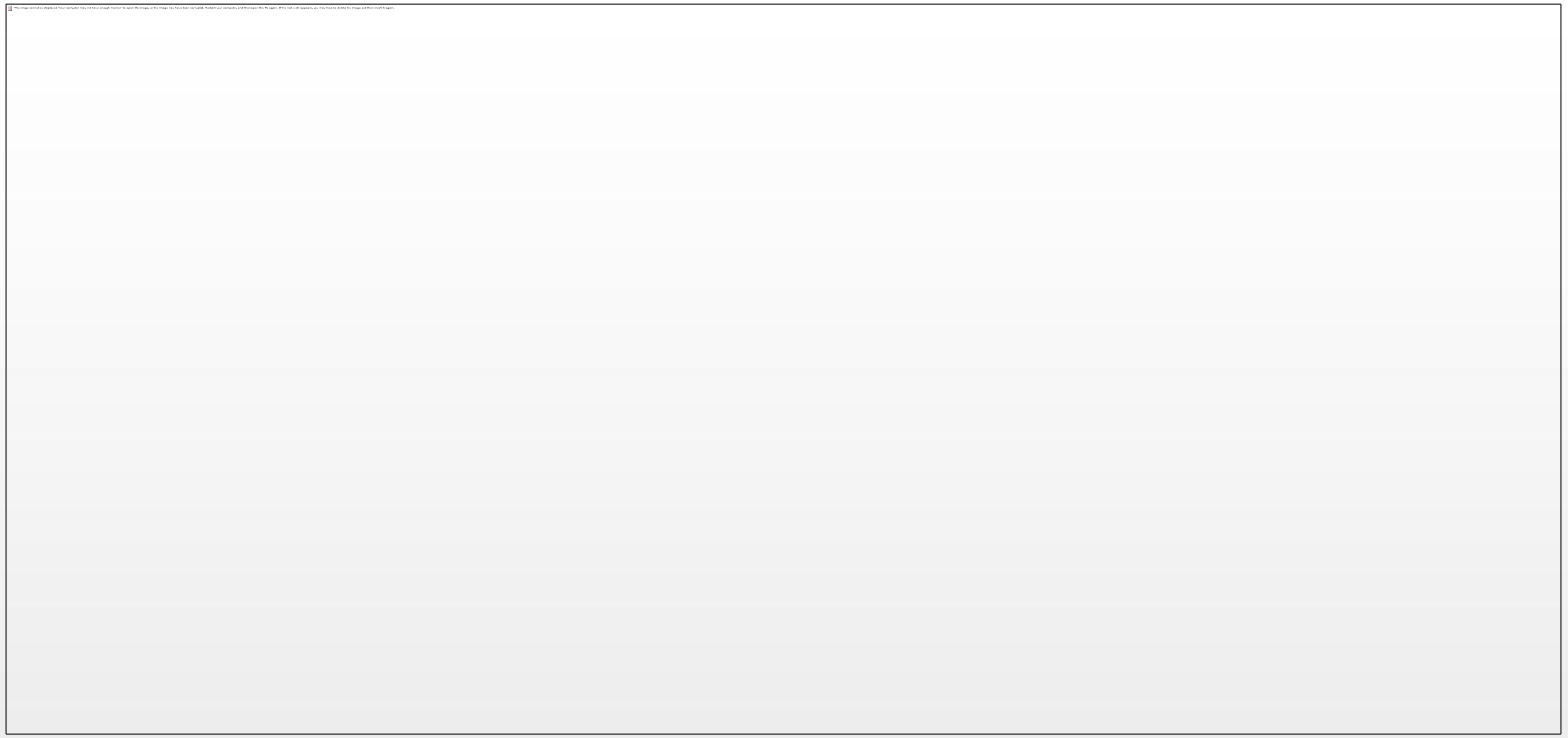


User-Centered Design

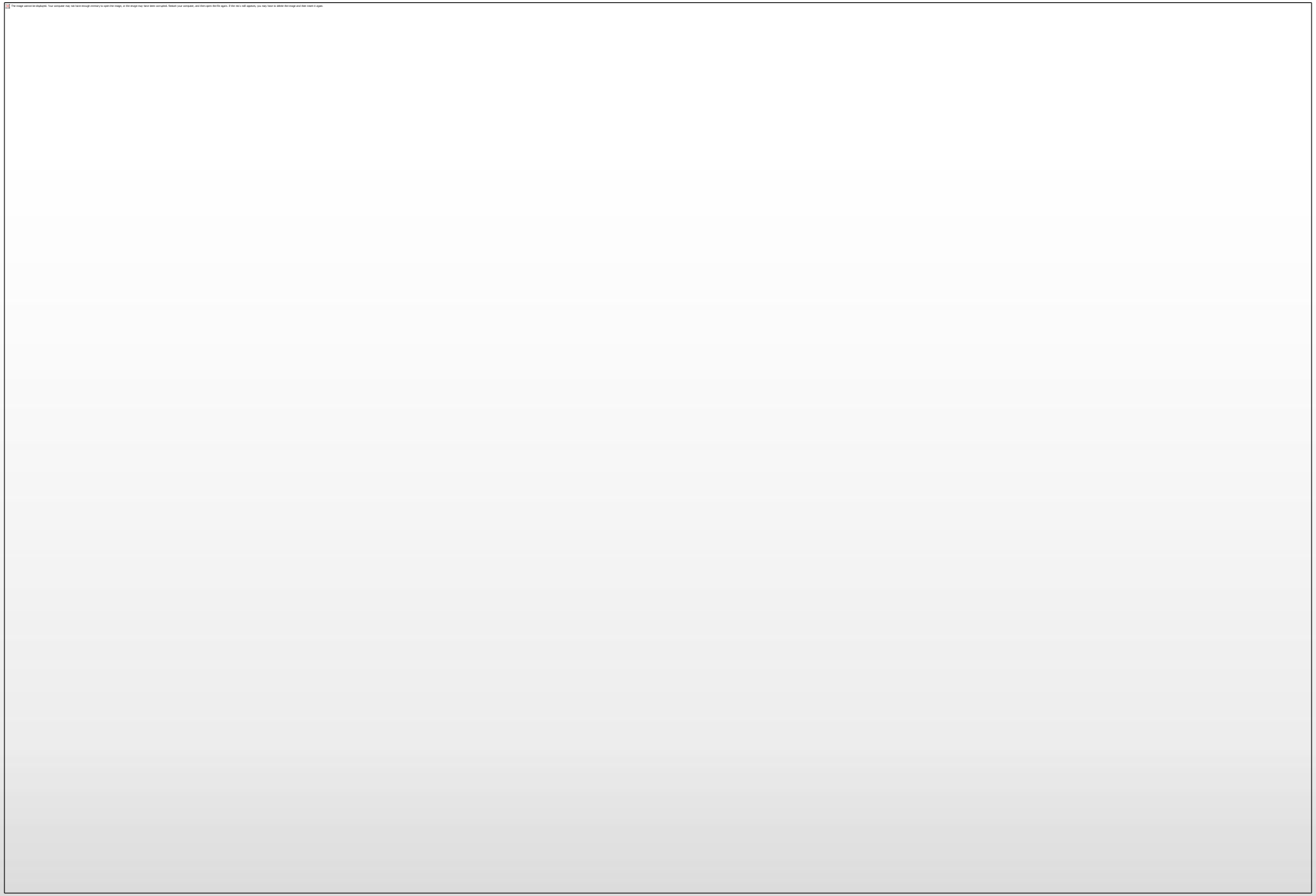
- Make it easy to determine what actions are possible at any moment.
- Make things visible, including the conceptual model of the system, the alternative actions, and the results of actions.
- Make it easy to evaluate the current state of the system.
- Follow natural mappings between intentions and the required actions; between actions and the resulting effect; and between the information that is visible and the interpretation of the system state.

(Norman,1988)

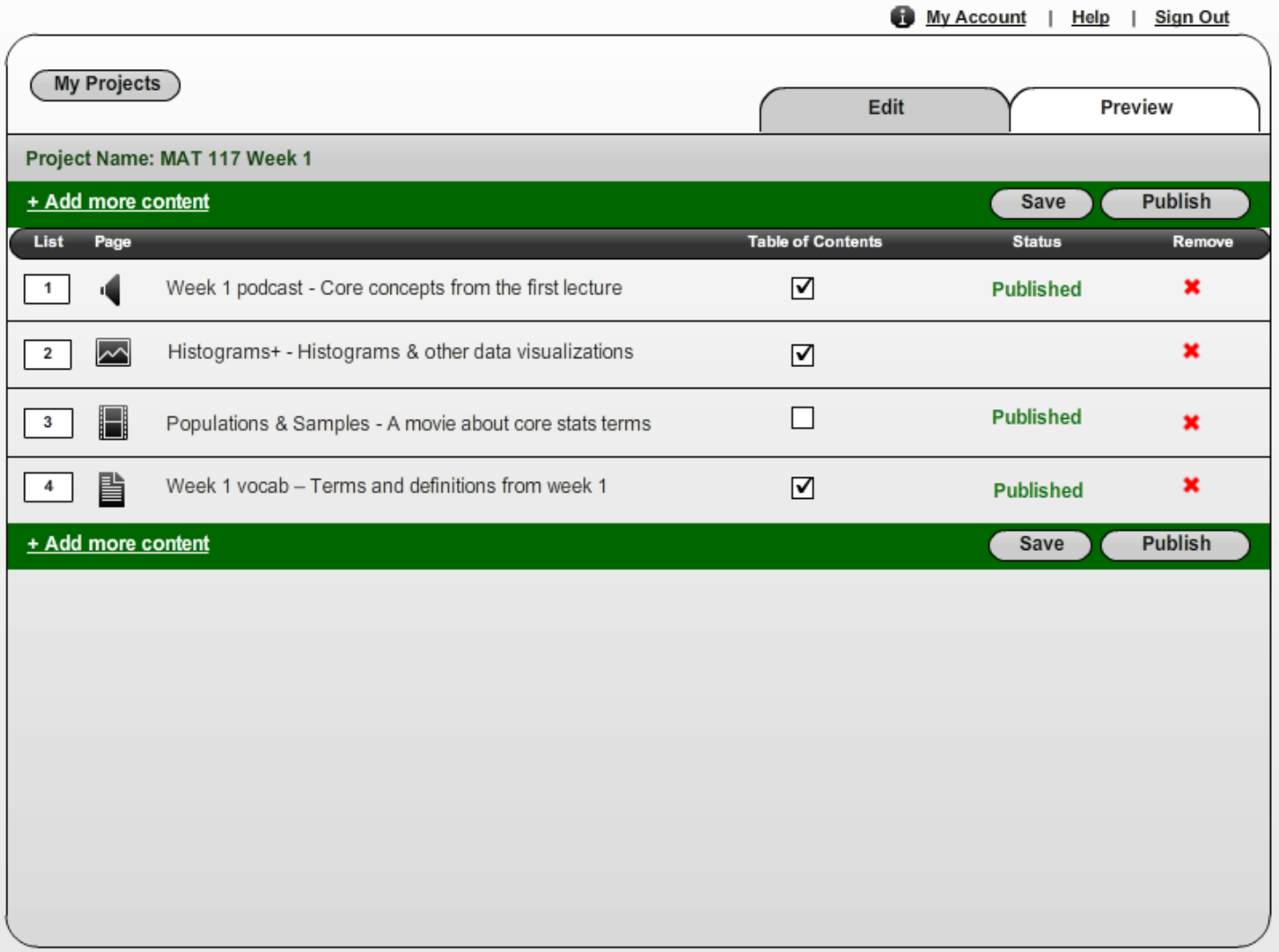
MASLO: the drawing board



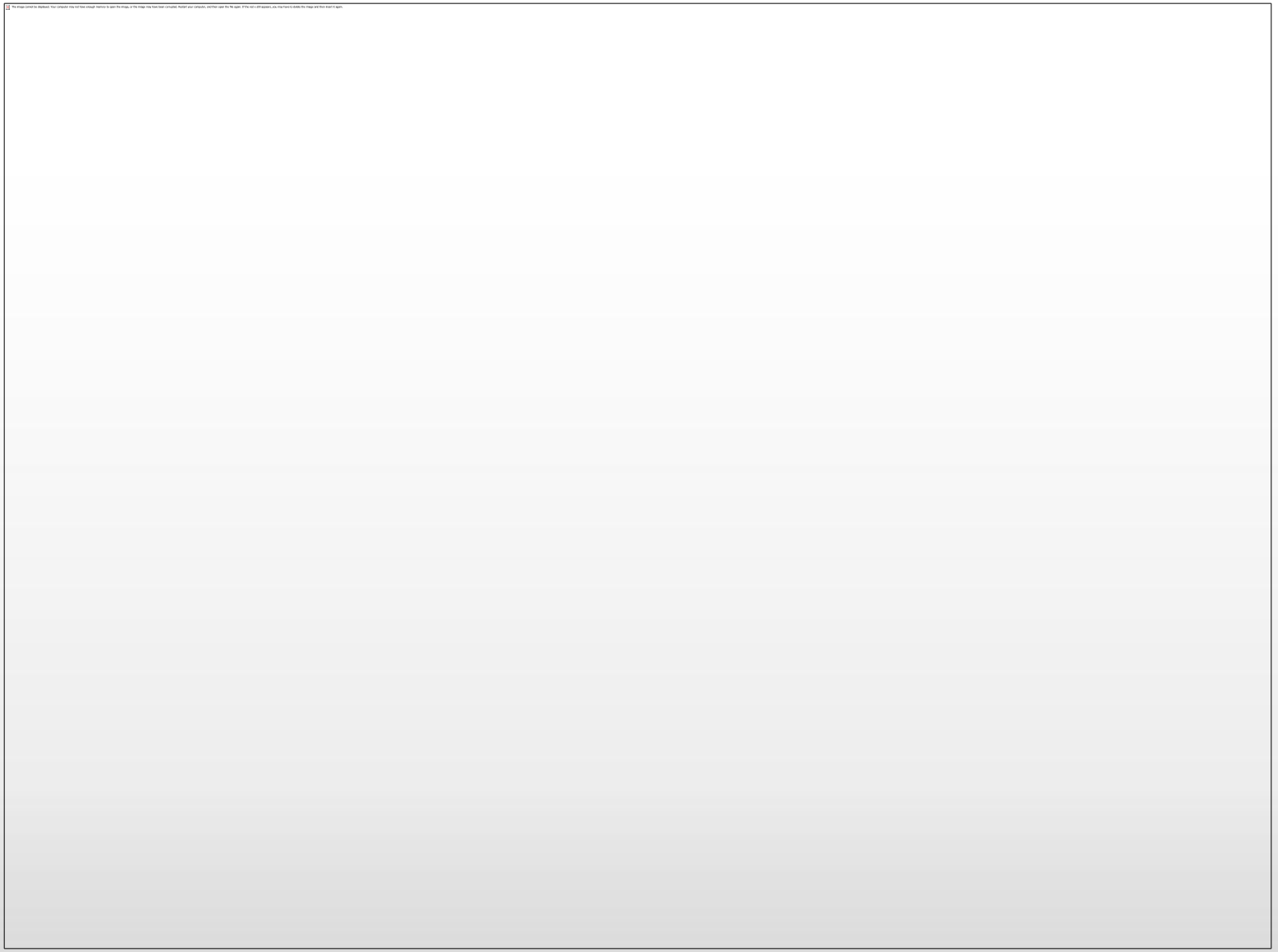
MASLO Paper Prototype 1



MASLO Paper Prototype 1



MASLO Paper Prototype 3



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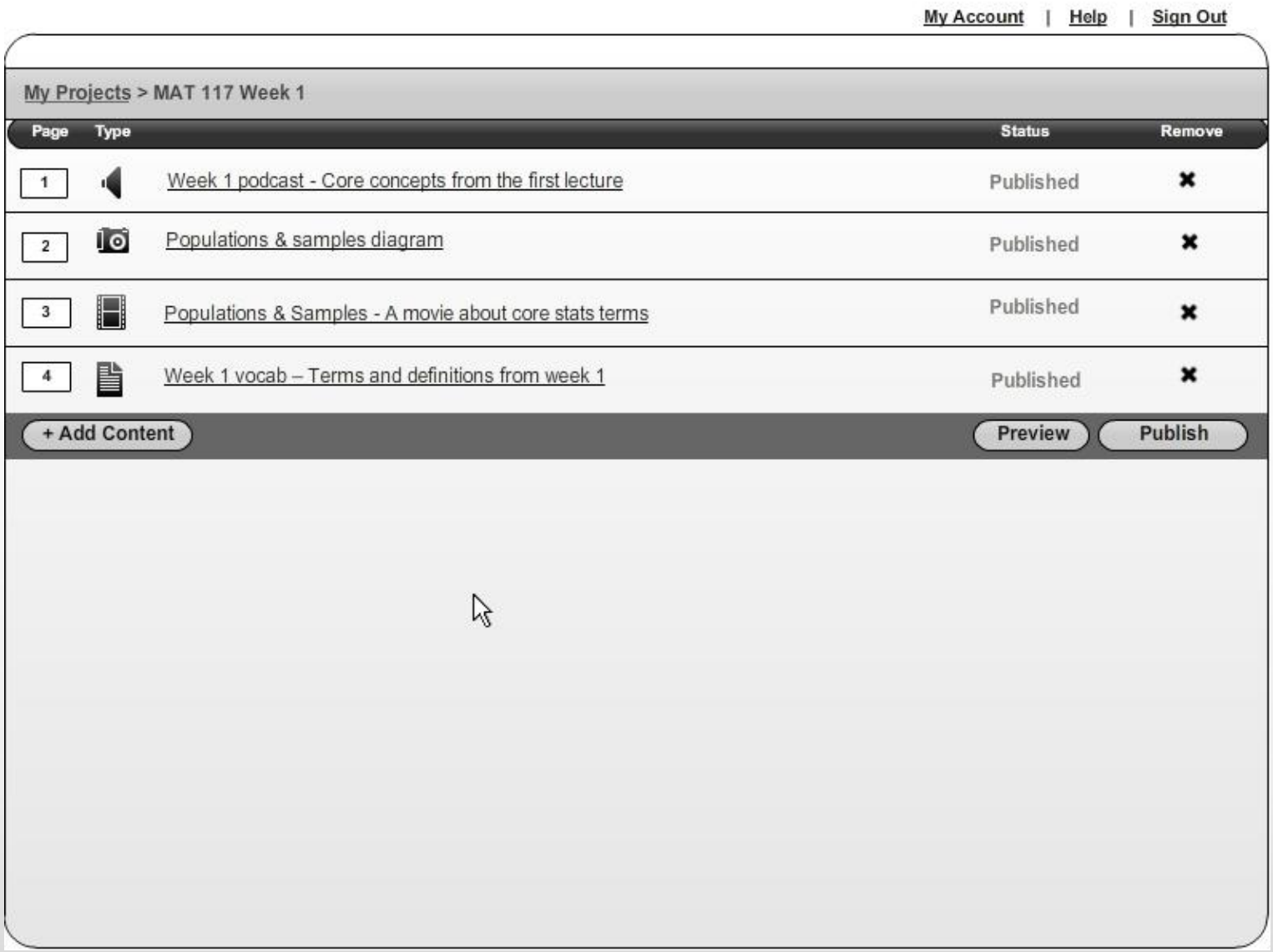
MASLO Paper Prototype 4



MASLO Paper Prototype 2

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Project Name: MAT 117 Week 1

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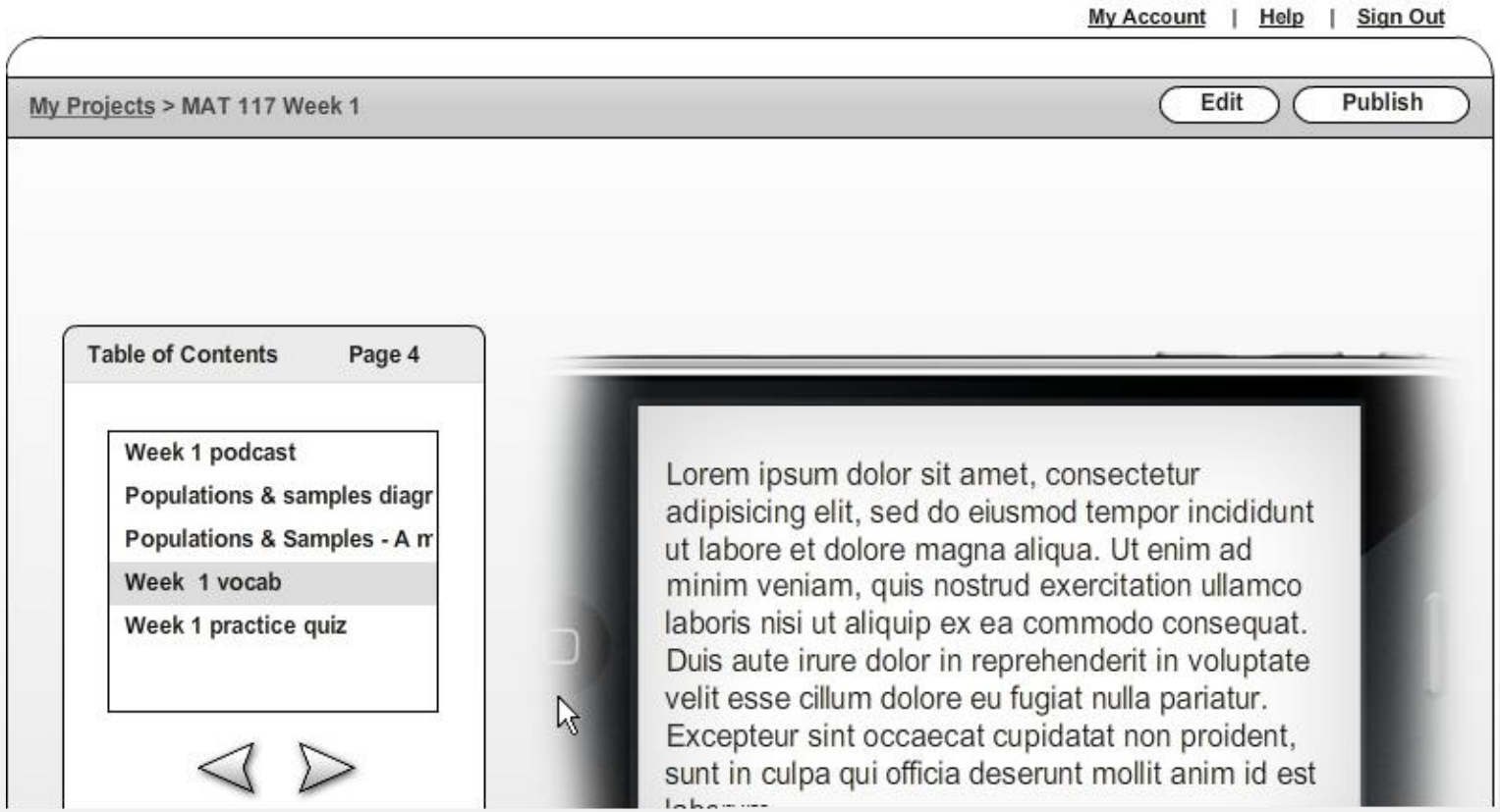
- Histograms+
- Populations & Samples
- Week 1 vocab
- Week 1 practice quiz

MASLO Paper Prototype 4



Prototype Demonstration

- Authoring tool interface (complete)
- Local storage development (in process)
- Mobile interface development (August)
- Cloud storage (September)
- Mobile application development (December)
- Functional prototype system (April)
- Open code base

Thank You!

Questions or Comments?

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Backup

Challenges

- Device variability
- Speed of OS changes
- Constant ToS changes
- Payment system issues
- Security (device, network, storage)
- Native app creation hurdles